BRITAIN'S TOP VIDEO GAME COMIC!
Sonic the comic
No. 26 May 27th 1994
Britain's OFFICIAL SEGA COMIC
£1.10 Every Fortnight
starring SONIC THE HEDGEHOG
CHECK IT OUT, DUDES... THE COOLEST PLACE IN SPACE!
SONIC'S WORLD!
THE SECRETS OF MOBIUS - INSIDE!
SC3 Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!
Didn't I tell you it would be great? What am I talking about? Why, *The Sonic Terminator* of course! It's the longest **Sonic** story we've run yet. Not surprising when you see how much the humes writer and artist have had to pack into it: Metal Sonic (Metallix), The Miracle Planet, Never Lake - many of the great new things first seen in **Sonic CD**. But what about **Sonic 3**? Where is Knuckles, The Floating Island, the new zones? Chill out, dudes (sorry, I've just read the latest **Sonic** story), the best is yet to come!

If you like our extra-long **Sonic** story don't forget to write and tell us (or me!). Your letters and drawings are really appreciated. I read them all - and even make those lazy humes round here do the same. Thanks to each and every one of you who has written or drawn something for STC. I wish we had room to print them all.

Speaking of those lazy humes - it's time for me to go and clean out their feeding trough. I'll leave you with one thought - watch out for **Pirate STC**!

Megadroid

STC's GOOD READING GUIDE

SONIC THE POSTER MAG No.4:

Giant **Shinobi** action poster plus all-new, full-length **Shinobi** story. On sale now. £1.35.

Big Dipper Winners

Here's the 98 winners of STC 16's **Tomy** Lucky Dip draw. The Lucky Dip prizes are: 16 Tails cuddly toys, 16 large & 16 medium Sonic cuddly toys, 16 Sonic Mountain Quests, 16 Sonic Pinball Games, 16 Sonic Water Wizards. Well done!

E. R. Spencer, London.
I. J. Kotecha, Leicester.
J. Johnston, Kilwinning, Ayrshire.
A. J. Rowson, Taunton, Somerset.
C. Jones, Trowell, Nottingham.
D. Cook, Morden, Surrey.
J. Waghorn, Tunbridge Wells, Kent.
D. Humphreys, Whitstable, Kent.
S. Ashe, Bishopsworth, Bristol.
B. Groves, Mundon, Essex.
L. Attewell, Kingsley, Northampton.
B. Sansom, Amersham, Bucks.
A. Khan, Beckton, London.
G. Woodhead, Sandy, Beds.
K. Young, Norton Canes, Cannock.
M. Scrivens, Walsall, West Mids.
J. H. Crosby, Tattenhall, Chester.
J. Rowe, Maidenhead, Kent.
M. Hoskins, Newquay, Cornwall.
R. Grinham, Thakeham, West Sussex.
J. Draper, Ilkston, Derbyshire.
N. Denby, Middleton, Manchester.
R. Edwards, Denbigh, Clwyd.
J. Cox, Wokingham, Berks.
M. J. Clarke, Moseley, Birmingham.
C. Norris, Otley, West Yorks.
O. P. Reid, Greenlands, Tavistock.
J. Harris, Nr Devizes, Wilts.
M. J. Ramirez, London.
J. Amini, Bradford.
C. Wedd, Andover, Hants.
I. Mackie, Derby.
A. Nixon, E Bergholt, Essex.
G. A. Mann, Darlington, Co.Durham.
D. Courtney, Yoker, Glasgow.
J. Brash, Checkley, Stoke on Trent.
S. Downing, Stourbridge, W. Midlands.
H. Jones, Colchester, Essex.
P. Jelley, Rickmansworth, Herts.
E. Reid, London.
D. Harris, Bushey, Herts.
R. Marshall, Castletroy, Limerick.
G. Law Jnr, Peterhead, Aberdeenshire.
E. Hardwick, Trowbridge, Wiltshire.
S. McSherry, Holloway, London.
C. Storey, Lisburn, Co. Antrim.
A. Russell, Wednesbury, West Mids.
C. Cartwright, South Wirral, Liverpool.
P. Grant, Cullen, Banffshire.
D. Marks, Chigwell, Essex.
B. A. Sheen, Leeds, W Yorkshire.
D. Amos, Coventry, W Midlands.
R. Badcock, Ely, Cambs.
G. Barnes, Penzance, Cornwall.
D. Beaney, Kings Cross, London.
L. Blackham, Harlow, Essex.
J. Blair, Deans, Livingston, Scotland.
E. Border, Canton, Cardiff, Wales.
G. Bowling, Orpington, Kent.
B. Brown, Chester-le-Street, Co Durham.
D. Burston, Malvern Link, Worcs.
J. Campbell, Brighton, E Sussex.
D. Clarke, Woking, Surrey.
J. Colgate, Tilbury, Essex.
M. Courtney, Lusk, Co Dublin.
R. Duckworth, Read, Lancs.
S. Ellis, Egham, Surrey.
C. Glenfield, Abingdon, Oxon.
M. Gonta, East London.
N. Hawkins, Chichester, W Sussex.
D. Haley, Weald, Middlesex.
J. Lennox, Saltcoats, Ayrshire.
C. Luck, Bognor Regis, W Sussex.
M. McKinstry, Glasgow.
M. MacLaren, Sittingbourne, Kent.
N. Micciche, Egham, Surrey.
D. Morton, Hitchin, Hertfordshire.
M. Pegg, Newark, Nottingham.
T. Phelps, Bromsgrove, Worcestershire.
J. Pochciel, Turnditch, Derbyshire.
J. Pyke, Catford, London.
H. Prince, Carshalton, Surrey.
J. Ralley, Burton on Trent, Staffs.
J. Raynham, Benfleet, Essex.
A. Sardo, Bath, Avon.
O. Sheehan, Deptford, London.
L. Sillett, Maghull, Merseyside.
K. Simpson, Leyland.
A. Sotta, Leicester.
C. Thompson, Orpington, Kent.
J. Thompson, Stafford.
J. Thompson, Laceby, S Humberside.
G. Till, Midhurst, Sussex.
B. Trott, Faversham, Kent.
R. Weston, Chipping Norton, Oxon.
K. Welsh, Hoddedon, Herts.
C. Wilkinson, Blackburn, Lancs.
C. Williamson, Wigton, Cumbria.

● **Editor:** Richard Burton
● **Asst. Editor:** Deborah Tate
● **Designer:** Clare Gillmore
● **Covers:** Mike Hadley/John Burns ● **News:** Gerry Penn
● **Managing Editor:** Steve MacManus
● **Publisher:** Chris Power

Published every other Saturday by Fleetway Editions Ltd., Egmont House, 25/31 Tavistock Place, London WC1H 9SU. Tel: 071-344 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Great Britain by William Gibbons & Sons Ltd., Willenhall, West Midlands. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London.

Copyright © Fleetway Editions Ltd., 1994. Copyright © Sega Enterprises Limited. Licensed by Copyright Promotions Limited. Reproduction without permission strictly prohibited.

Circulation/trade enquiries: Comag Magazine Marketing, Tavistock Road, West Drayton, Middx. UB7 7QE. Tel: 0895 444055. Advertising enquiries: Tom Glenister, Tel: 071-344 6410. ISSN 0969-3041.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	SONIC THE HEDGEHOG 3
2	RE	PGA EUROPEAN TOUR GOLF
3	—	FIFA INTERNATIONAL SOCCER
4	▼	NBA JAM
5	▲	SENSIBLE SOCCER
6	▼	ALADDIN
7	RE	ZOOL/JAMES POND 3
8	▲	MICRO MACHINES
9	RE	MORTAL KOMBAT
10	▼	STREET FIGHTER 2 CHAMP ED.

MEGA-CD

1	—	GROUND ZERO TEXAS
2	▲	WWF RAGE IN THE CAGE
3	▼	HOCKEY 1994
4	—	THUNDERHAWK
5	▲	SONIC CD
6	▲	NIGHT TRAP
7	▼	LETHAL ENFORCERS
8	new	MICROCOSM
9	RE	SILPHEED
10	RE	ROAD AVENGER

MASTER SYSTEM

1	▲	JUNGLE BOOK
2	▼	SONIC CHAOS
3	▲	SENSIBLE SOCCER
4	▲	MORTAL KOMBAT
5	RE	MICRO MACHINES
6	RE	SHINOBI
7	▼	WINTER OLYMPICS
8	—	DESERT STRIKE
9	▼	FANTASTIC ADVENTURES OF DIZZY
10	▼	SONIC THE HEDGEHOG 2

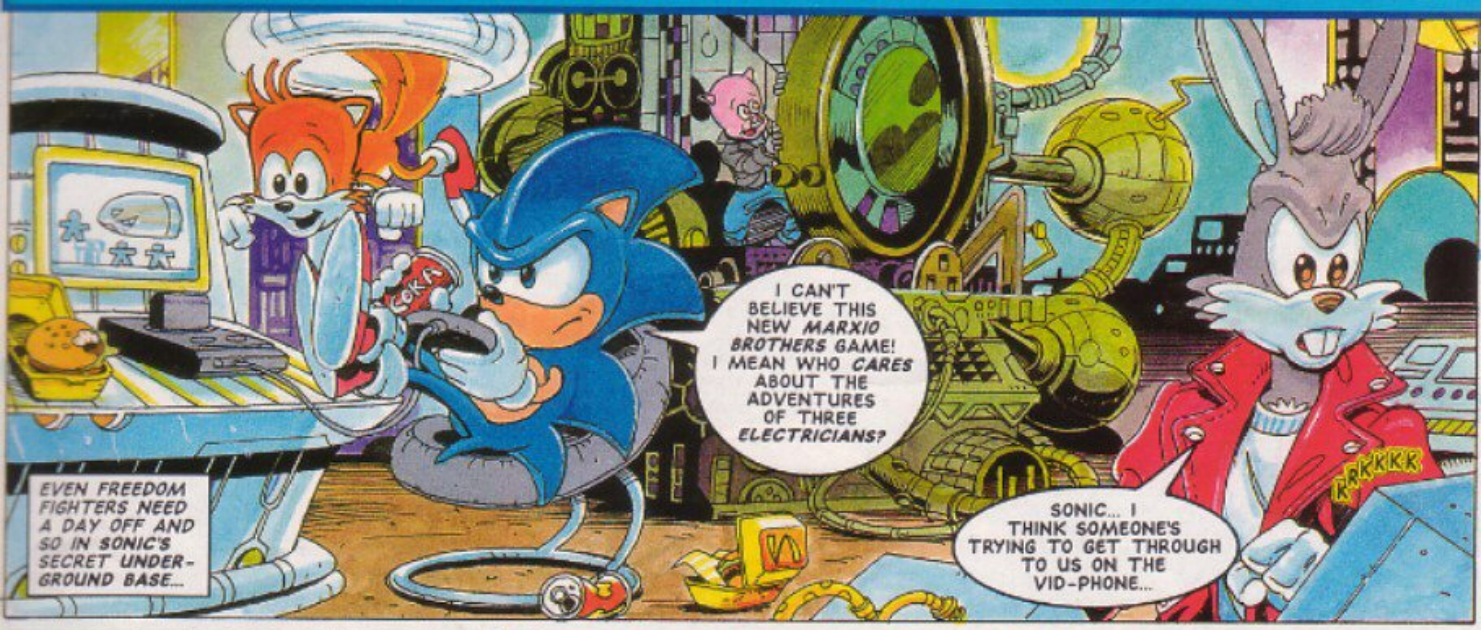
GAME GEAR

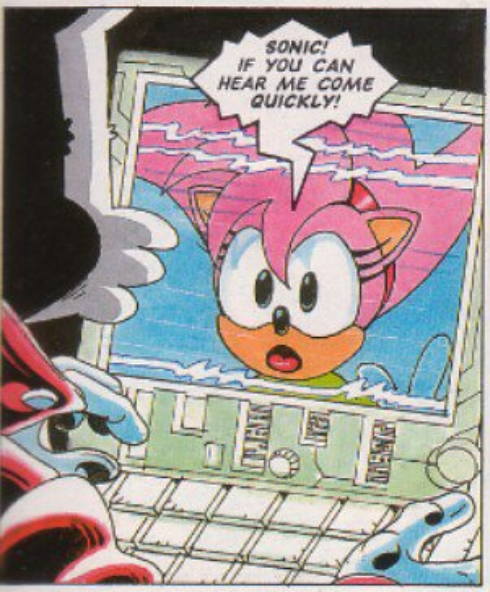
1	▲	MICRO MACHINES
2	▼	NBA JAM
3	▲	DESERT STRIKE
4	▲	JUNGLE BOOK
5	▼	WINTER OLYMPICS
6	▼	SONIC CHAOS
7	new	PGA TOUR GOLF
8	new	SENSIBLE SOCCER
9	▼	SONIC THE HEDGEHOG 2
10	RE	MORTAL KOMBAT

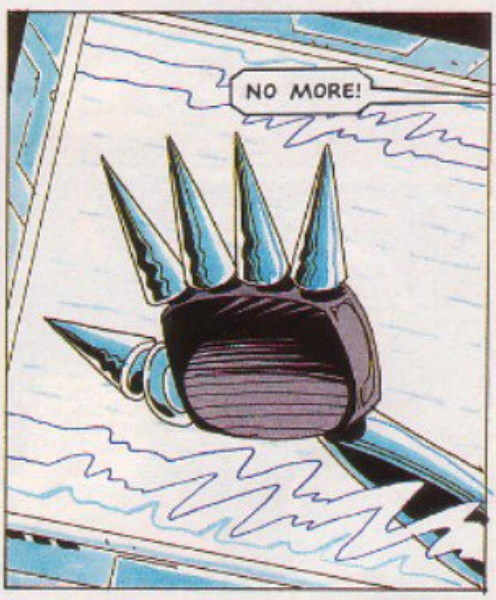
SONIC THE HEDGEHOG

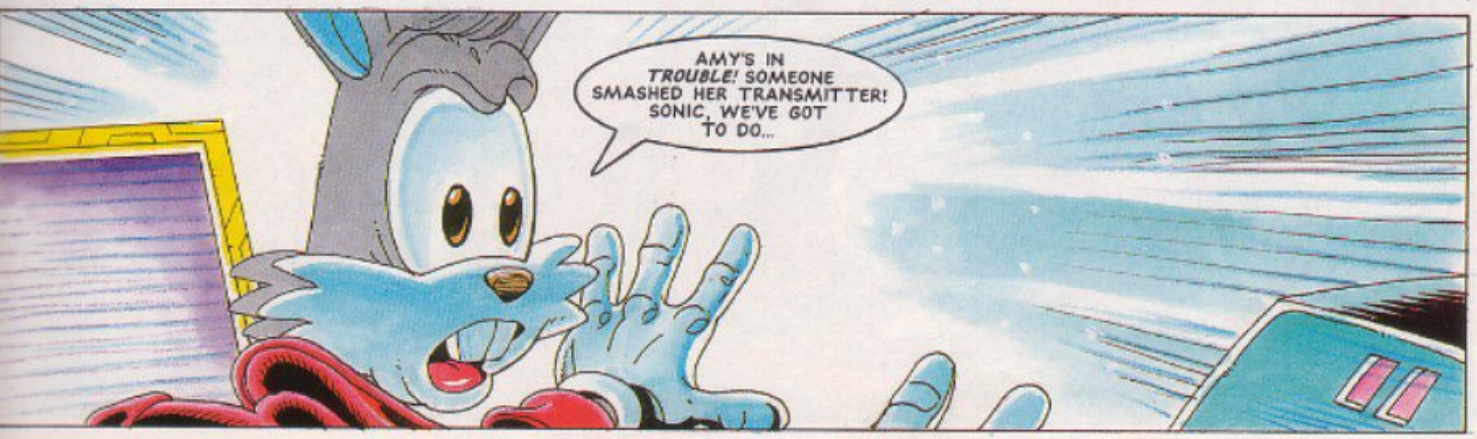
The Sonic Terminator Part 3

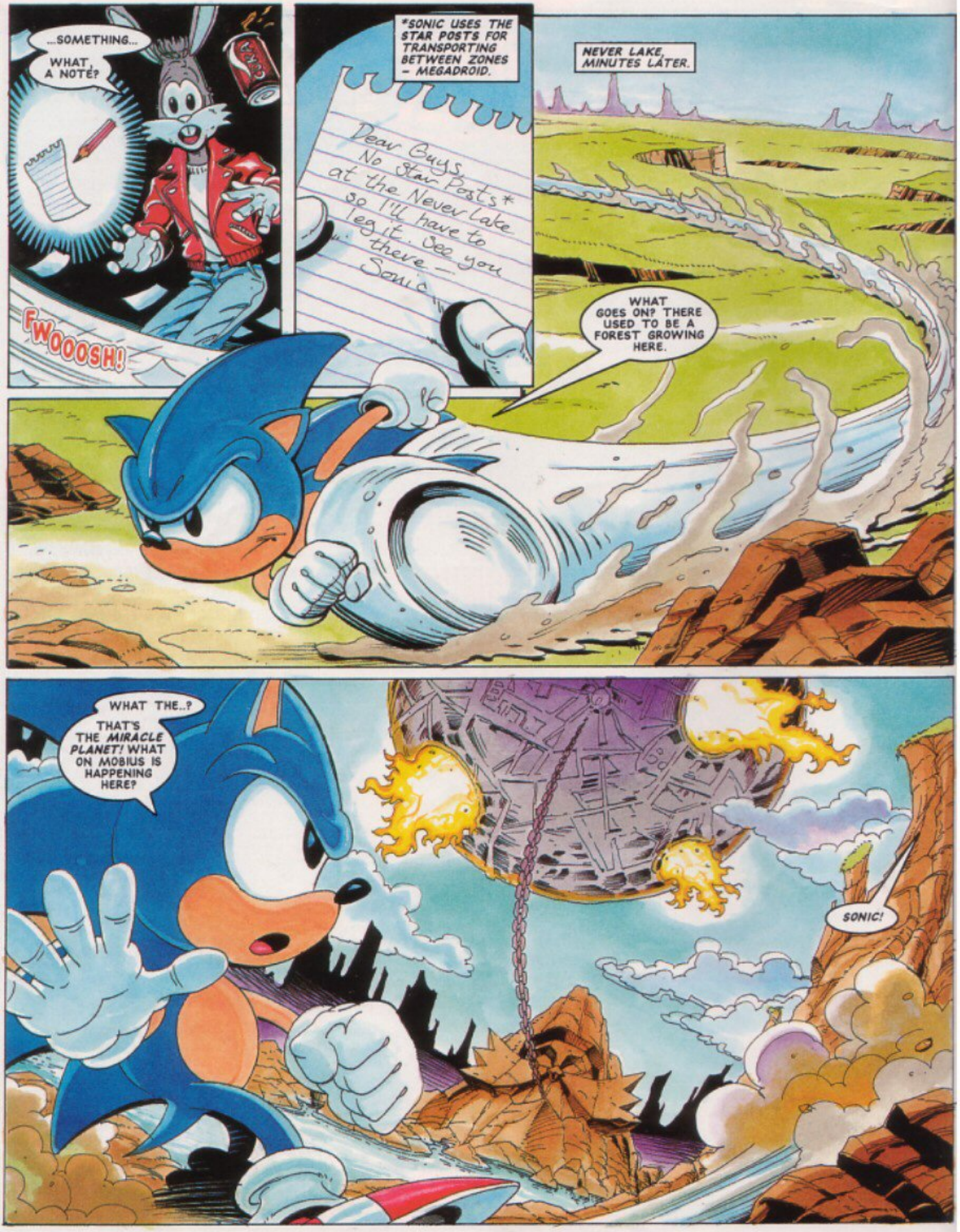
Script: Nigel Kitching
Art: Richard Elson
Lettering: Steve Potter


EVEN FREEDOM FIGHTERS NEED A DAY OFF AND SO IN SONIC'S SECRET UNDER-GROUND BASE...
I CAN'T BELIEVE THIS NEW MARXIO BROTHERS GAME! I MEAN WHO CARES ABOUT THE ADVENTURES OF THREE ELECTRICIANS?
SONIC... I THINK SOMEONE'S TRYING TO GET THROUGH TO US ON THE VID-PHONE...
KRKKK

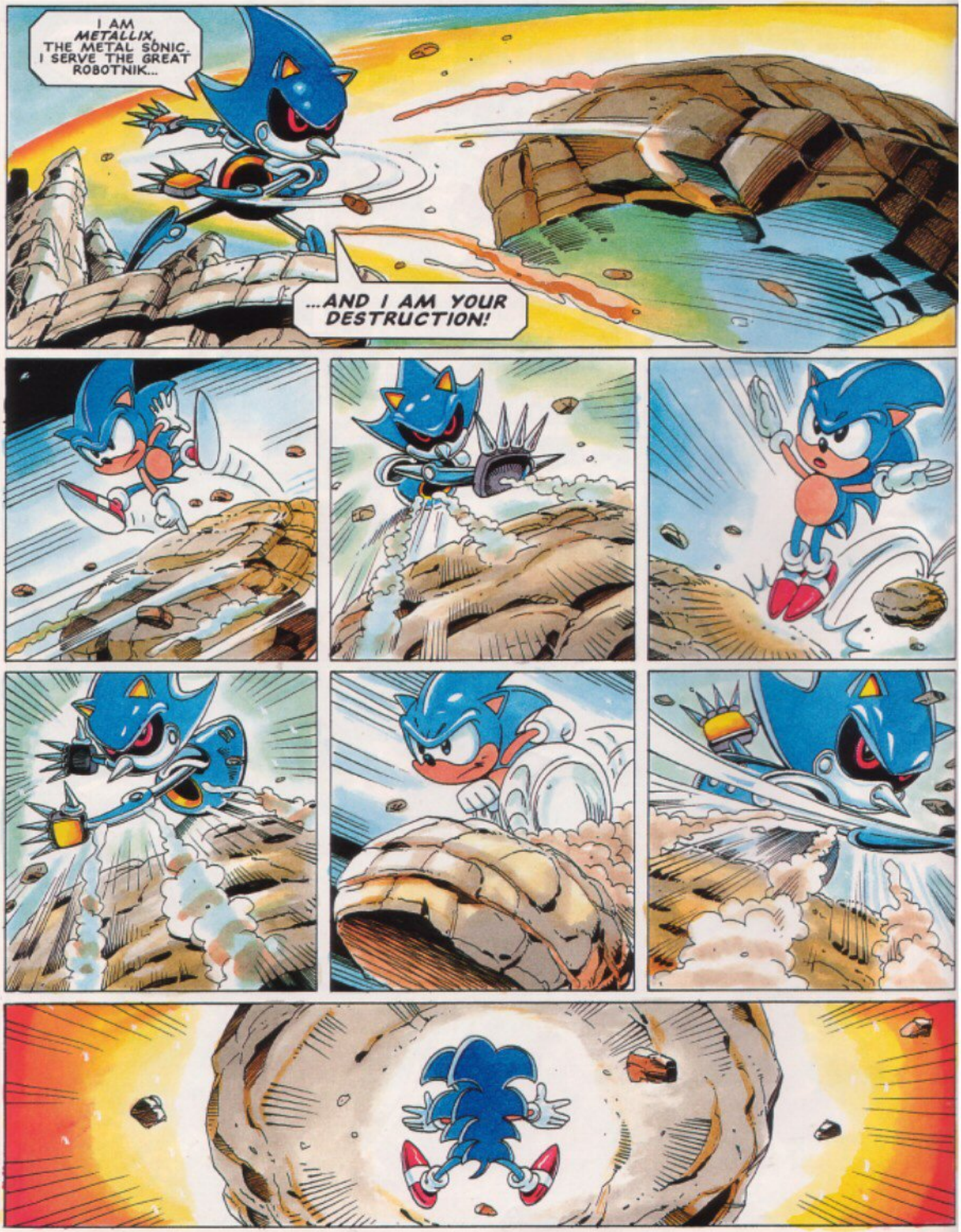







...SOMETHING...
WHAT, A NOTE?
FWOOOSH!
*SONIC USES THE STAR POSTS FOR TRANSPORTING BETWEEN ZONES - MEGADROID.
Dear Guys, No Star Posts* at the Never Lake so I'll have to leg it. See you there... Sonic
NEVER LAKE, MINUTES LATER.
WHAT GOES ON? THERE USED TO BE A FOREST GROWING HERE.
WHAT THE...? THAT'S THE MIRACLE PLANET! WHAT ON MOBIUS IS HAPPENING HERE?
SONIC!

SONIC I'M TRAPPED! IT'S TOO STEEP TO CLIMB DOWN!
AMY... I MIGHT'VE KNOWN.
OH SONIC, YOU'VE CUT STEPS INTO THE ROCK. YOU'RE SO BRAVE AND CLEVER AND...
GIVE IT A REST WILLYA?
WHAT'S ROBOTNIK UP TO? WHY HAS HE ATTACHED CHAINS TO THE MIRACLE PLANET? IT LOOKS DIFFERENT SOMEHOW...
THAT'S BECAUSE ITS SURFACE IS COVERED IN DOCTOR ROBOTNIK'S HORRIBLE MACHINERY...
...HE'S GOING TO TURN THE WHOLE PLANET INTO A BASE FOR HIS EVIL OPERATIONS!
THE SUBJECT WAS PLACED THERE BY ME.
WHO..?
THAT'S REAL INTERESTING! NOW TELL ME HOW YOU WERE DUMB ENOUGH TO GET STUCK UP HERE!


I AM METALLIX, THE METAL SONIC. I SERVE THE GREAT ROBOTNIK...
...AND I AM YOUR DESTRUCTION!

TERMINATION OF SONIC NINETY-EIGHT PERCENT POSITIVE AND RISING.
BUDDY, THAT *TWO* PERCENT IS ALL THAT I NEED!
BK KOW!
ARRR!
ERROR... RECALIBRATING... ERROR...
RE-CALIBRATE *THIS* YOU WALKING TIN CAN!
B-KRAM!
YOW! WATCH THOSE LASERS! NEARLY LOST A SPIKE THAT TIME!
VVIPP!
VIPPP!
I CAN'T SEE WHAT'S HAPPENING... THEY'RE MOVING TOO FAST!
KRAKKK!
SKRATCHHH!
THOOOM!
K-POKK!

OH GOODNESS... IT'S SUDDENLY GONE QUIET. WHAT CAN...
SONIC, SONIC IS THAT YOU?
OH...
PROCEEDING... WITH... TERMINATION...
TERMINA...
ERROR... ERROR... TOTAL SYSTEM...
...FAILUUUUURRE...
SONIC! IT'S YOU!
THUNK!
SO WHO WERE YOU EXPECTING..?
AMY... DID I EVER TELL YOU... THAT PINK... IS MY LEAST FAVOURITE COLOUR..?
OH SONIC, YOU SAY THE CUTEST THINGS!

EEEE!!!!!
COOL IT, GIRL, IT'S ALL OVER!
OOOF!
SONIC!
AARGGHHH!
ANALYSIS : OPERATING ON THIRTY PERCENT ONLY.
CONCLUSION : TACTICAL RETREAT AND FURTHER USE OF LIVE BAIT.
'LIVE BAIT'? I'VE BEEN CALLED SOME THINGS IN MY TIME BUT... OWW!
I DON'T BELIEVE IT! THAT GIRL SHOULD RENT HERSELF OUT AS A PROFESSIONAL HOSTAGE!
WELL, I SUPPOSE SOMEONE HAS TO RESCUE HER.
BUT WHY DOE IT ALWAY HAVE TO BE ME?
NEXT : MYSTERY OF THE MIRACLE PLANE

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. STC Reviewers this issue: David Gibbon & Jenny Fromer.

SKITCHIN'

game type: RACING SIMULATION
1-2 PLAYERS

MD

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

On first glance, I thought, hey, this is *Road Rash* again, but while **Skitchin'**, has similar graphics, it's much more involved and exciting. The controls are fairly basic which makes it easy to get into, and the buzz of the head-to-head makes it one of the best split-screen racers for some time.

To play, you can either take on the computer, take on a friend, do both, or, with EA's Multi-Tap Adaptor, up to eight people can enter a tournament. However you do it your goal is to win road races (on skates) and therefore, win the bucks necessary to upgrade your equipment for the next event. Once you've been run off the road by a Chevy van and flattened by a jeep, your skates and pads tend to need serious repair!

So, how to Skitch... Check your rear-view mirror for approaching traffic, pop out an outstretched hand, and grab the rear bumper of the vehicle coming past. Once you've built up sufficient speed you want to slingshot your way forward. The key is to skitch often and skitch fast. To pick up extra funds you can perform jumps from strategically placed ramps; the harder the trick, the bigger the pay-off.

If this isn't challenging enough, the other racers are after your blood and will be wielding a succession of nasty weapons. You can fight back using either your meagre fist or by scooping up the odd lead pipe from the road. Another thing to look out for is the diligent cop patrol, 'cos if you're caught Skitchin', you'll be busted and the race will be over.

As you progress the courses get harder, the traffic thicker, and the roads become littered with obstacles. You can approach the game as a high-speed beat-em-up, but lasting success comes from strategy and careful timing.

However, while **Skitchin'** is a hell of a game, it should be said that the notion of actually attempting such moves is extremely dangerous and would almost certainly result in serious injury. None of the stunts incorporated in this cart should ever be tried for real. Wisely, Electronic Arts include this same warning on both the handbook and the game.

All in all though, **Skitchin'** (the game) is manic fun at breakneck speed. The music is suitably hip and the animation very fluid. Chances are you'll find the game so addictive that even after endless trips to intensive care you'll keep coming back for more. - JF

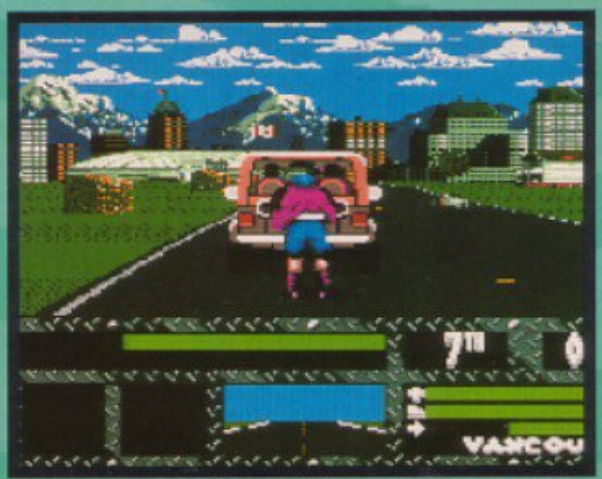
FAST FAX

PUBLISHER: ELECTRONIC ARTS
PRICE: £44.99

GRAPHICS 82
SOUND 82
PLAYABILITY 89

RAVES: Fast, furious and fun.
GRAVES: Picking up weapons can be tricky.

OVERALL 88%



BATTLECORPS

game type: 3D TACTICAL SHOOT-EM-UP
1 PLAYER

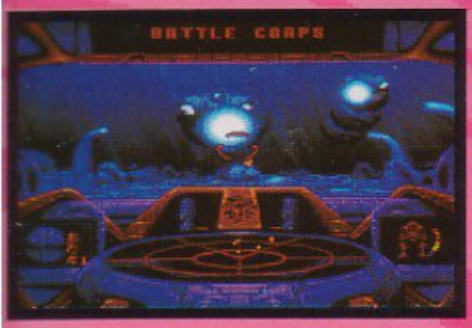
MCD

In the year 2096, war has broken out between two rival mining company's on planet Mandlebrot, eight light years from Earth. BioMechanical Incorporated has attacked and invaded Interplanetary Mining Corporation's primary reactor installation. To counter BioMech's aggression, IMC has set up a defence squad called the *Battlecorps* - aka YOU!

Battlecorps is another *Thunderhawk* clone featuring action packed search and destroy missions; these take place across five monstrous moons called Vegra, Cygni, Drako, Caliban and Moebius. Each moon has its own environment; Drako is the most hostile thanks to violent volcanic activity and 400 mph winds, while Caliban features constant snow blizzards. The game starts with a typical Core spectacular, i.e. an animated intro sequence accompanied by heavy metal music and voiceover, while showing BioMech attack IMC installations on Mandlebrot and its moons.

You select one of three characters available; each one has varying attributes, but no one character is superior to the other. Each character has three lives and once you have lost all three, you are given the chance to select another of the two gun-jock's remaining. In total this gives you nine lives to play with. All missions are jammed with gloriously coloured, 360 degree, 3D-modelled, fully rendered and texture-mapped surfaces, which all look fantastic.

The vehicle which moves you around the terrains is a two-legged, twin-cannoned Bipeal Attack Machine (BAM) known as the Armordillo.



FAST FAX

PUBLISHER: CORE DESIGN
PRICE: £44.99

GRAPHICS 90
SOUND 92
PLAYABILITY 86

RAVES: Stunning music and graphics.

GRAVES: Lacks adrenalin. Action is too slow.

OVERALL 86%

The twin cannons can be upgraded to a more powerful weapon by collecting power icons from around the battlefield. The Armordillo looks and moves in the same way as the AT-AT machines featured in *The Empire Strikes Back* (in other words, they're somewhat slow and clumsy!).

While the graphics, music and commentary are exceptionally good, **Battlecorps** can be tiresome. Having said that, this is a superior Mega-CD game, but it falls short in comparison to *Thunderhawk* and *Soulstar* . Sadly, **Battlecorps** is lacking in fast action, addictive and fun gameplay. These three missing ingredients fail to make **Battlecorps** one of the elite. - DG

SOULSTAR

game type: 3D TACTICAL SHOOT-EM UP
1-2 PLAYERS

MCD

If the question: 'what's the most memorable game you've seen on the Mega-CD?' arose, I bet you three Sonic's you'd say *Thunderhawk*! The reason being that it combines some spectacular 360 degree rotating texture-mapped terrains with terrific gameplay. Well, guess what? The same team have come up with the excellent **Soulstar**, also featuring texture-mapped terrains, only this time the action takes place in space!

The basic idea is to fly to a total of six planets and complete up to a dozen missions. More than 40 missions are featured, and the aim is to destroy an evil race of aliens called the Myrkoids. The game kicks off with a very nice, full-motion-video animated intro sequence, accompanied by superb orchestral music and commentary. You select one of three available characters - each one an expert in their field: Pilot, Navigator or Special weapons operative. Your vehicle is a 3D-modelled and rendered craft which morphs on-screen into three distinct vehicle-types: Strike Craft (spaceship), Attack Tank (for driving on ground) and bladeless Turbo-copter (for flying). The vehicle is automatically selected to suit the environment.

The Mykroids have a giant Warship, and in the first mission you must fly into this. The game then branches into three distinct routes, whereupon the controller chooses which branch to take through the vast interior of the Warship. During the run-up to a planet you'll fly in a spaceship, fighting the enemy, dodging their deadly fire. Once you reach the planet, you enter another vehicle and move around a terrain similar to *Thunderhawk*, but with better graphics (this is the first Mega-CD game to use the full 64 colours in its graphics - most impressive).

FAST FAX

PUBLISHER: CORE DESIGN
PRICE: £44.99

GRAPHICS 92
SOUND 94
PLAYABILITY 90

RAVES: A flashy, atmospheric stunner!

GRAVES: Gameplay isn't as addictive as Thunderhawk's.

OVERALL 91%

Soulstar includes some excellent animated between-mission sequences and features voice-over commentary throughout. The *Star Wars*-type music rises and falls with the gameplay adding intensity to the fighting. The 2-player mode allows one player to pilot while the other takes control of the special weapons.

Core Design seem to have become masters of the Mega-CD. It's not quite as good or as much fun as their first game, *Thunderhawk*, but, nevertheless, **Soulstar** is another stunner in graphical, musical and gameplaying terms. If Core keep coming up with products like this the Mega-CD will be alive for a long time yet. - DG

AS THE CITY SUFFERS UNDER CRIME AND CORRUPTION, THE POLICE DEPARTMENT FANS THE FLAMES.
STREETS OF RAGE
SKATES' STORY PART 2
GOOD COPS DON'T LIVE LONG THESE DAYS.
YOU'RE HISTORY, MURPHY!
I KNOW YOU – YOU'RE A COP!
I KNOW YOU!
YEAH, FAMOUS LAST WORDS!
NO... EEARGH!
BLAM!
BLAM!
BDAM!
I NO' SEE NUTHIN'! I NO' WANT TROUBLE!

DROP THE GUN, FAT MAN!
MIA DIO! I WASN'T GOIN' TO USE IT! I SWEAR!
YEAH? ME NEITHER!
AAAGH!
REPORTED SHOOTING OFF EAST TWENTY-THIRD! TWO UNITS PLUS AMBULANCE REQUIRED!
ROGER ON OUR WAY!
POLICE! NOBODY MOVE!
TAKE IT EASY, BUDDY.
I DON'T THINK THESE GUYS ARE GOING ANYWHERE!

SEVERAL BLOCKS AWAY.
SKATES!
HEY, SKATES!
GET LOST!
WE KNOW WHO KILLED YOUR FATHER, SKATES.
IF YOU HELP US WE MIGHT BE ABLE TO BRING THE CREEP TO JUSTICE!
I SAID 'BEAT IT', YOU FREAKS!
YOUR FATHER HAD A COMPUTER DISK WITH ENOUGH DIRT TO BRING DOWN THE ENTIRE POLICE DEPARTMENT.
IF YOU KNOW WHERE THAT DISK IS WE MIGHT BE ABLE TO USE IT TO CATCH HIS KILLER!
CALL US IF YOU FIND ANYTHING!
YEAH. LIKE MAYBE IN A MILLION YEARS.
JERKS!
KEL RAZORS
HEY, MOM... OH, NOOO!

AXEL WAS RIGHT! HE WAS RIGHT ALL ALONG!
SKATES' DAD HAD BEEN SET UP -
Frame Up
Mark Miller
Melodies For Boo
THE COPS HAD TRASHED THE PLACE — LOOKING FOR THE DISK.
WEIRD THEY DIDN'T THINK TO LOOK IN THE TOILET...
SEEMS LIKE THE MOST OBVIOUS PLACE IN THE WORLD!

S-SKATES— YOU GOT TO... STOP THEM, SON!
MOM?
WHO DID THIS, MOM? WAS IT THE COPS?
I DON'T KNOW... WHO THEY WERE, SON.
ALL I KNOW IS THAT... THEY WERE LOOKING FOR SOMETHING. THEY TRIED TO MAKE ME TALK BUT...
STAY HERE, MOM! I'LL CALL 911!
DON'T LEAVE ME, SKATES.
EMERGENCY SERVICES! DO YOU REQUIRE POLICE, AMBULANCE OR FIRE BRIGADE?
I... I DON'T KNOW...
THERE'S NOBODY LEFT TO TRUST.
NEXT ISSUE: THINGS GET WORSE.

NEWS Zone

MEGA JET POWERS IN

The most amazing Mega Drive yet - but there's a catch!

Meet the Sega **Mega Jet**, the smallest, lightest most portable Mega Drive console yet produced. Unlike the new *Multi-Mega* MD/MCD combo (News Zone, STC 20), the **Mega Jet** is designed to be completely portable, running standard MD games carts from a battery power supply if needed. Sounds great, huh? One tiny problem - the **Mega Jet** is *only available in Japan!*

Sega engineers have manged to cram a standard *Mega Drive 2* configuration (power supply and audio/video port) into a compact package measuring just 7 x 2.5 x 1 ins. A top-mounted slot takes standard MD carts. The power switch is on the left side and the joypad plus six-button control is in the front of the unit.

Unfortunately, since the **Mega Jet** has been designed for the Japanese market, the TV and composite outputs are NTSC (the Japanese and American TV standard) rather than PAL, the European system.

The new Sega Mega Jet: only in Japan

Although chiefly meant to be run off an AC power supply, a couple of Game Gear Ni-Cad batteries and a small LCD colour TV means the **Mega Jet** can be taken on planes, trains, buses, etc. True gaming on the move! In fact, Sega have produced an in-flight version of the **Mega Jet** (complete with LCD display) which some airlines will be building into their in-flight entertainment systems.

Sadly, there are no plans to release the **Mega Jet** to the European market. In Japan it would cost the equivalent of £170.00. At least you can dream.

BIG GREEN FI

U.S. Gold promise a smashing new game!

The Incredible Hulk is back! You probably won't remember the Marvel superhero's first appearance in an electronic game (strangely enough, it was a text-based adventure with a few pictures, written for the old 8-bit computers almost a decade ago), but this new release from U.S. Gold promises to be far more action-packed.

This time around the Jolly Green Giant is up against evil mastermind The Leader and his many do-badders who are causing mayhem throughout the world. It shouldn't come as a surprise (but it should be a lot of fun) to learn that The Hulk has to bash the bad guys, smash the scenery, and jump between the platforms found in five levels comprising literally thousands of screens (and many secrets to discover).

THE GOLDEN SHOT

World Cup tension reaches fever pitch!

Here's a novelty: a publisher not relying on the strength of a licence alone to sell a game. The whole team behind U.S. Gold's official **World Cup USA '94** (News Zone, STC 24) are football crazy and apparently have a great deal of experience in producing soccer simulations. That's certainly a good start - but can they score?

With **World Cup USA '94**, you can expect to see all the traditional rules and features, plus a little more besides. U.S. Gold reckon that absolutely anyone can pick up and play it, but, more importantly, a comprehensive editor can be used to customise the program to suit the way you want to play. It seems that pretty much everything about **World Cup USA '94** is adjustable, from the players' abilities and the colour of their skin and kit to the format of the tournament itself. The Mega Drive cartridge comes complete with a battery back-up, so all your DIY efforts won't go to waste.

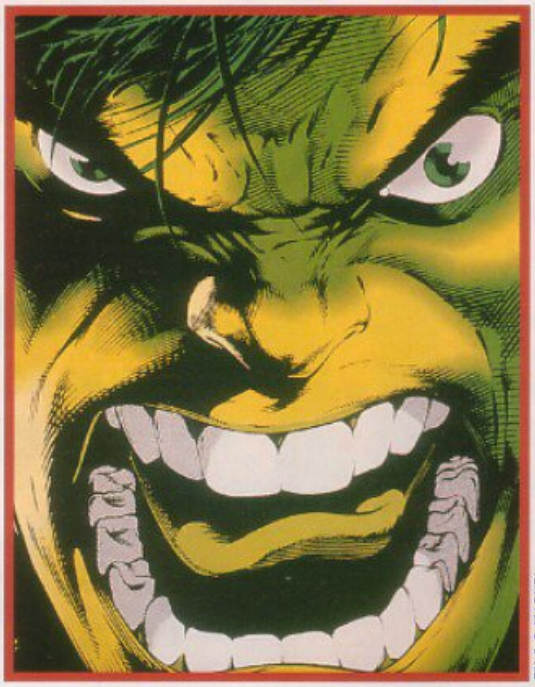
With so many alternative simulations available, this official release will need to be as playable as it is flexible. Prepare to find out as **World Cup USA '94** kicks off this month for the Mega Drive, Master System, Game Gear and Mega-CD.

World Cup USA '94: *a sure-fire winner - on paper, at least.*

ING MACHINE

The Hulk's weedy alter-ego, the boffin Bruce Banner, also plays a part. In fact, he's far more useful than you'd expect. A power-up is used to transform The Hulk into Dr Banner who can then reach areas inaccessible to his bigger, bulkier 'other self'.

The strength of **The Incredible Hulk**, so to speak, is that it's not a simple slog full of walking, punching and jumping from A through to B - there are plenty of hot spots where a little bit of thought goes a long way to making progress. **The Incredible Hulk** is due for release next month for the Mega Drive and Game Gear.



TM & © MARVEL

"Grrr! Fume! (And so on ...) Hulk smash!" Heavyweight Mega Drive action with the maddest green superhero of them all.

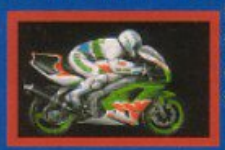
VROOM AT THE TOP

Will Domark's new simulation take pole position?

From the team behind the rather whizzy motor-racing simulation *F1* comes a more intense sporting challenge: **Kawasaki Superbikes**. Forget the helmet and leathers, here's your chance to ride a simulated Kawasaki ZXR750R and vroom with a view to beating 16 riders to win the World 750cc Superbikes Championship.

You also find out if you have the stamina to endure the Suzuki eight-hour race, or simply 'take it easy' racing against a friend with the split-screen two-player option. Further features galore are promised, including variable weather conditions (and tyre-changes to match), pre-race briefings, and contoured circuits with a tilting horizon effect for added realism.

Domark is confident that **Kawasaki Superbikes** will be the most believable and advanced motorcycle racing game ever. Given that it's being written in association with Kawasaki, there's a good chance that's no idle boast. Find out when **Kawasaki Superbikes** is released for the Mega Drive and Game Gear in August.



Kawasaki Superbikes: shaping up to be the raciest racer to date

Marko has more than one trick up his sleeve thanks to his magic football

SOCCER SORCERY

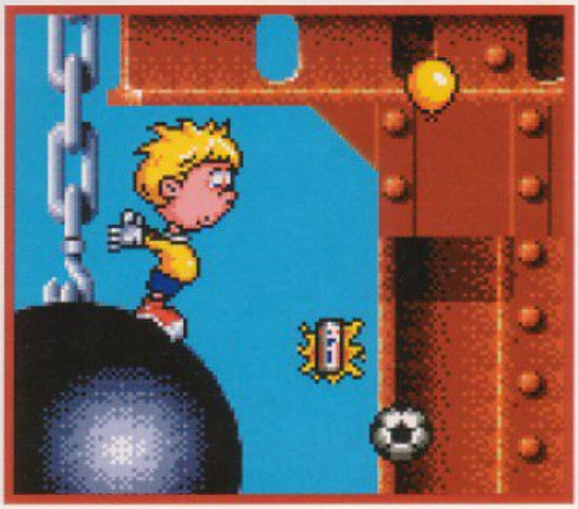
Fantasy football with a novel run 'n' jump twist

One of the more unusual soccer-influenced releases this year will come from Domark ... Marko's Magic Football is a blend of footballing and platform action in a similar vein to Krisalis' computer hit Soccer Kid (coincidentally, a Mega Drive conversion is on its way).

Colonel Brown has come to town and he wants to put everyone down so he can wear the crown. Someone must stop him from using his deadly sludge (which turns law-abiding citizens into raging monsters) before its too late.

Enter the star of this show: Marko, who - surprise - has a magic football which he kicks around ... not on a proper pitch but through 14 different secret-packed levels (such as the Sewer, the Forest and ultimately Colonel Brown's Toy Factory) to help him fend off zany adversaries (and there are over 100). Marko's Magic Football boasts a distinctive cartoon look complete with special effects and more than 300 frames of animation used for Marko's 'magic' moves (including overhead kicks and headers).

Marko's Magic Football is released this Summer (psst ... probably June) on the Mega Drive (£44.99) and the Game Gear (£29.99).



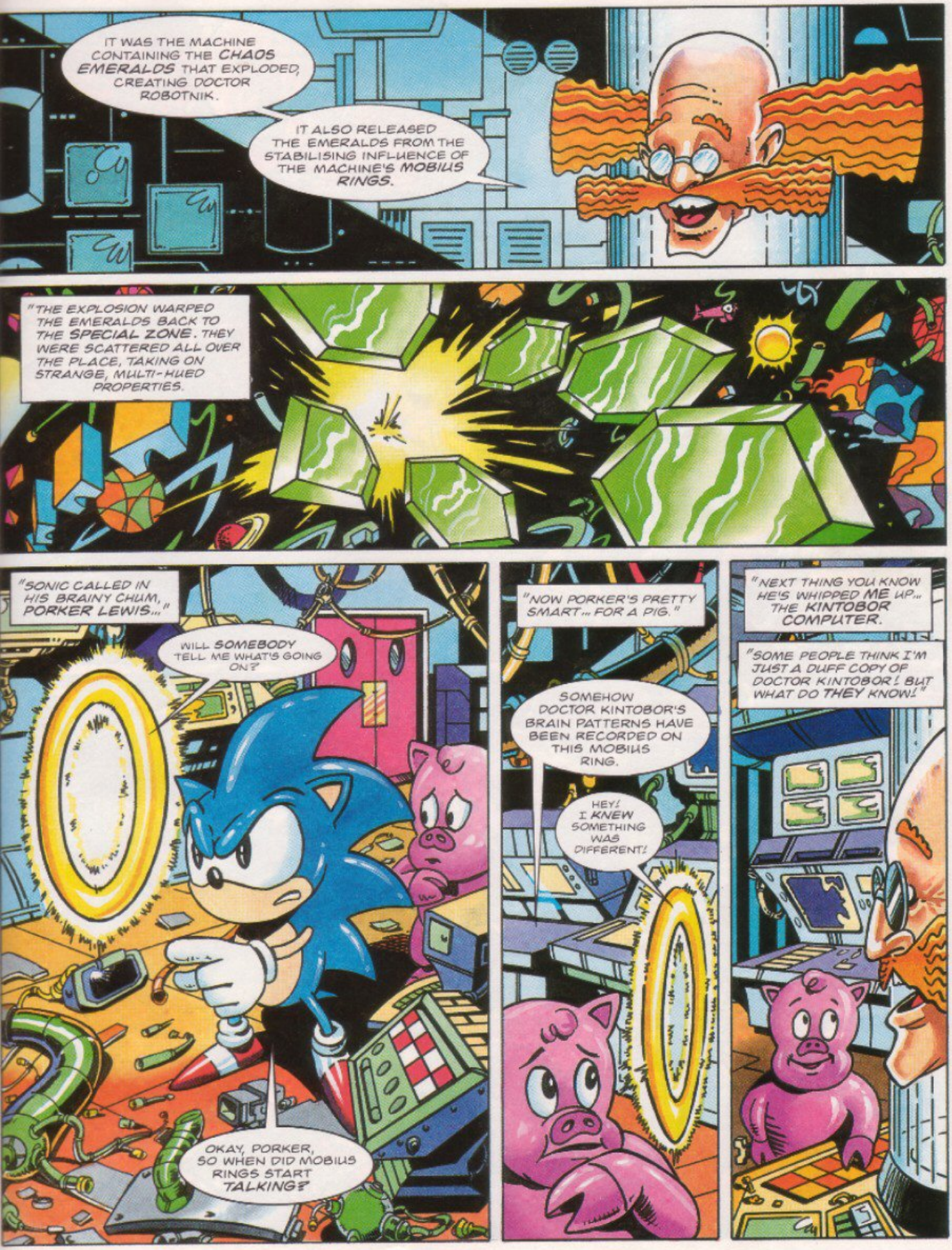
Watch out for Marko's extra expressive facial features!

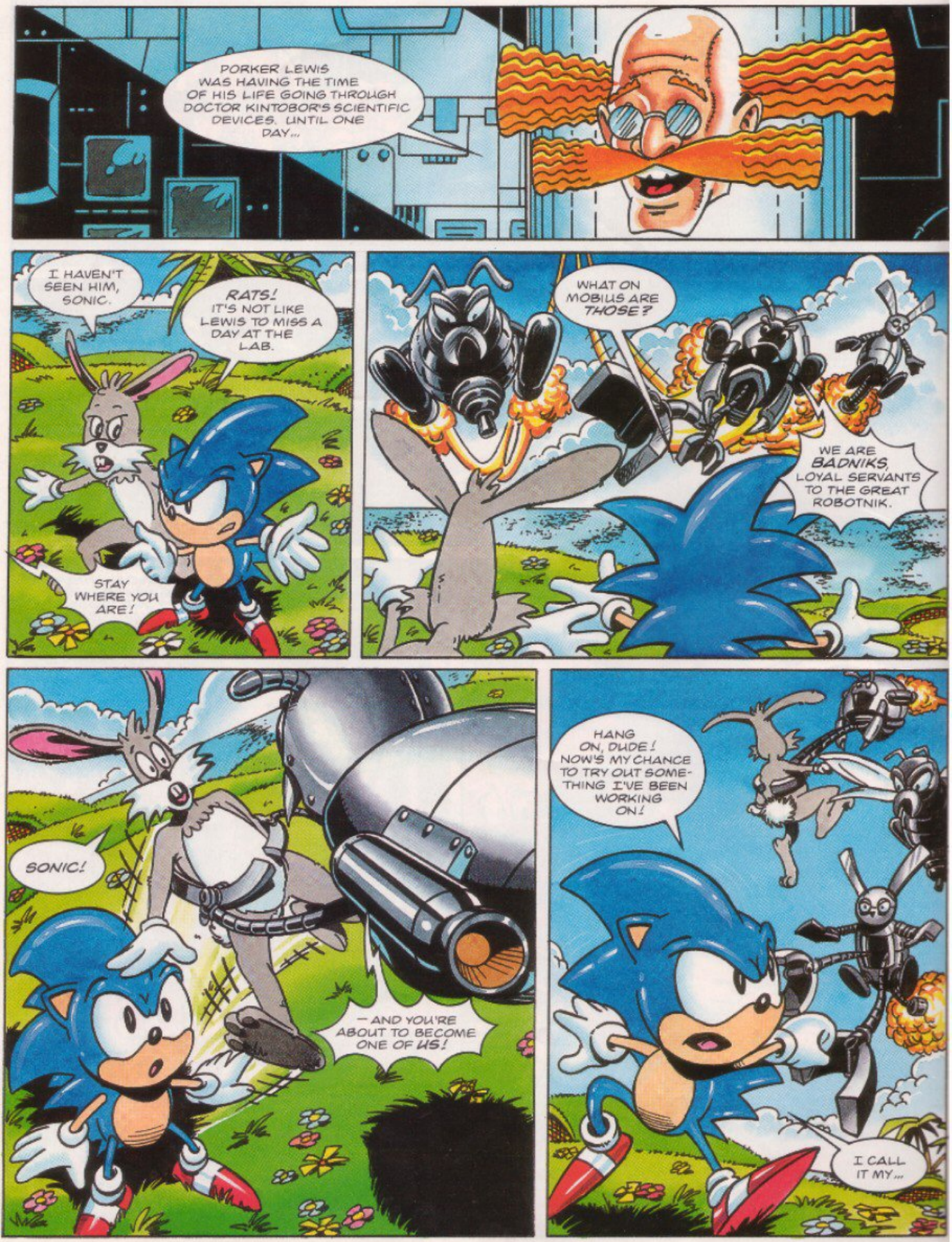
SONIC'S WORLD

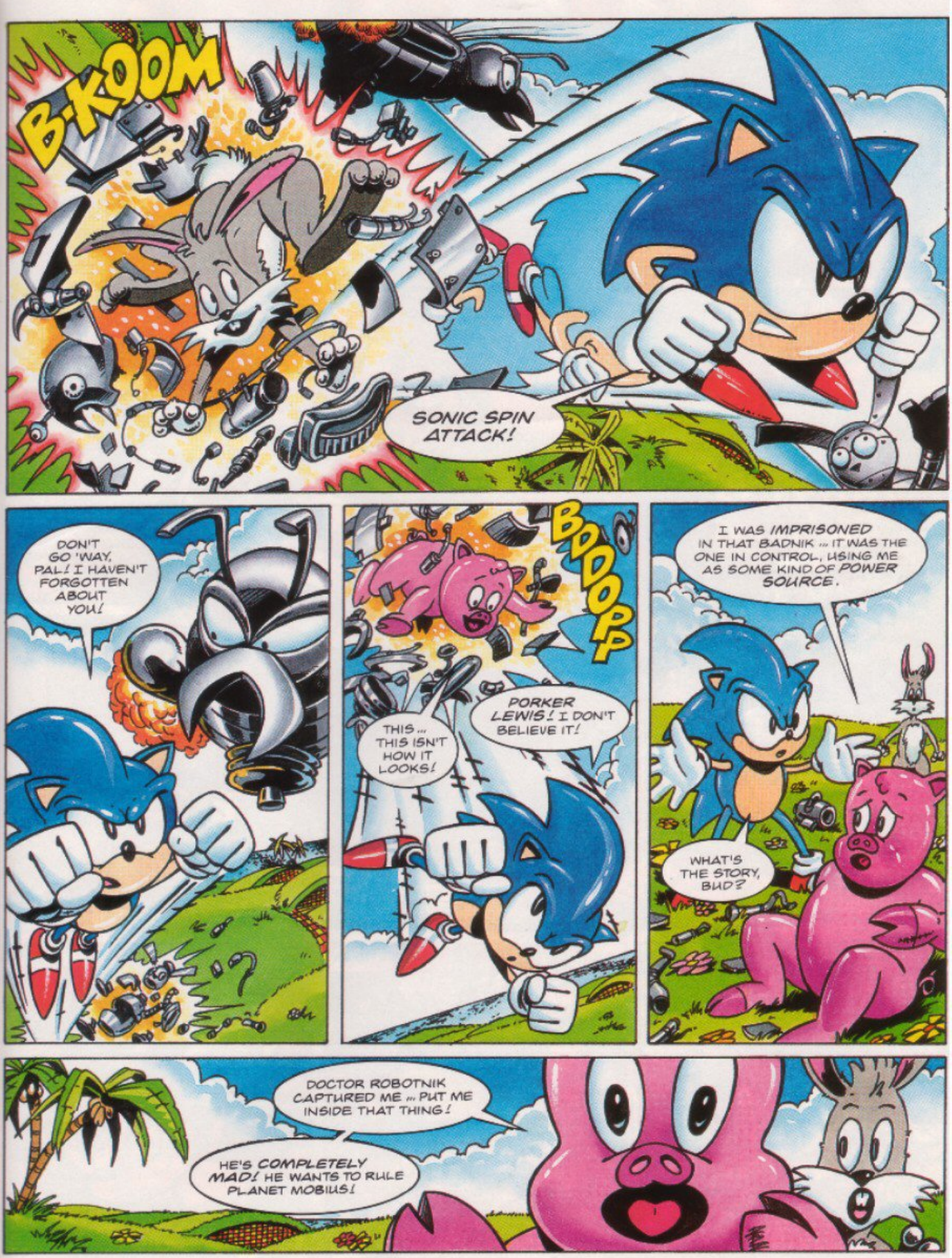
Part 1
Kintobor spelled backwards is...

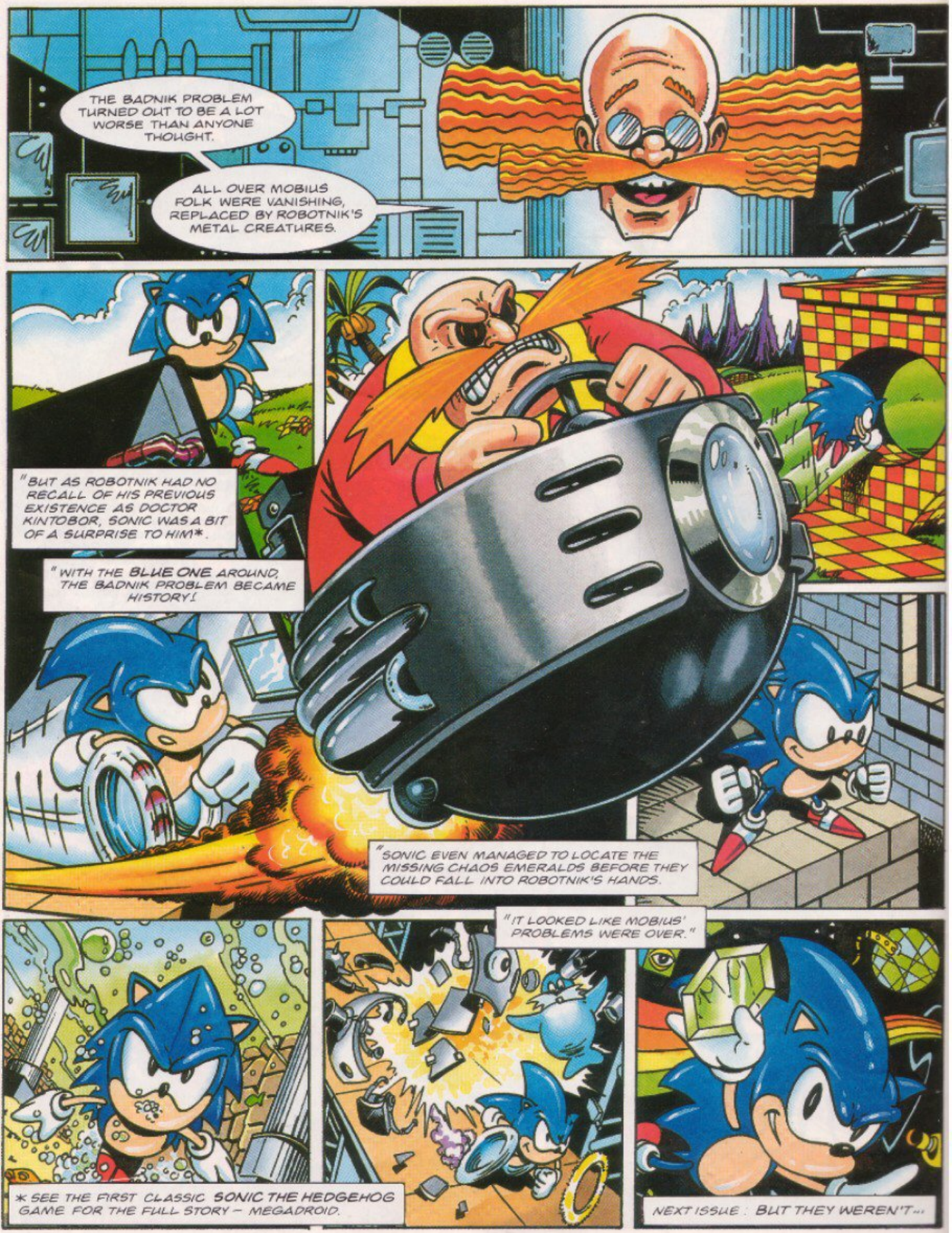
Script: Nigel Kitching
Art: Mike Hadley/
John M. Burns
Lettering: Ellie de'Ville

SO THERE YOU ARE. GLAD YOU COULD MAKE IT.
I AM DOCTOR KINTOBOR ... WELL, FROM BEFORE I BECAME DOCTOR ROBOTNIK, THAT IS. NO, WAIT A MINUTE, THAT'S NOT RIGHT...
I'M A SELF-AWARE COMPUTER PROGRAM BASED ON WHAT WAS LEFT OF KINTOBOR WHEN ...
LOOK, THIS IS COMPLICATED! LET'S START AT THE BEGINNING, SHALL WE?


IT WAS THE MACHINE CONTAINING THE CHAOS EMERALDS THAT EXPLODED, CREATING DOCTOR ROBOTNIK.
IT ALSO RELEASED THE EMERALDS FROM THE STABILISING INFLUENCE OF THE MACHINE'S MOBIUS RINGS.
"THE EXPLOSION WARPED THE EMERALDS BACK TO THE SPECIAL ZONE. THEY WERE SCATTERED ALL OVER THE PLACE, TAKING ON STRANGE, MULTI-HUED PROPERTIES.
"SONIC CALLED IN HIS BRAINY CHUM, PORKER LEWIS..."
WILL SOMEBODY TELL ME WHAT'S GOING ON?
OKAY, PORKER, SO WHEN DID MOBIUS RINGS START TALKING?
"NOW PORKER'S PRETTY SMART... FOR A PIG."
SOMEHOW DOCTOR KINTOBOR'S BRAIN PATTERNS HAVE BEEN RECORDED ON THIS MOBIUS RING.
HEY! I KNEW SOMETHING WAS DIFFERENT!
"NEXT THING YOU KNOW HE'S WHIPPED ME UP... THE KINTOBOR COMPUTER.
"SOME PEOPLE THINK I'M JUST A DUFF COPY OF DOCTOR KINTOBOR! BUT WHAT DO THEY KNOW!"


PORKER LEWIS WAS HAVING THE TIME OF HIS LIFE GOING THROUGH DOCTOR KINTOBOR'S SCIENTIFIC DEVICES. UNTIL ONE DAY...
I HAVEN'T SEEN HIM, SONIC.
RATS! IT'S NOT LIKE LEWIS TO MISS A DAY AT THE LAB.
STAY WHERE YOU ARE!
WHAT ON MOBIUS ARE THOSE?
WE ARE BADNIKS, LOYAL SERVANTS TO THE GREAT ROBOTNIK.
SONIC!
— AND YOU'RE ABOUT TO BECOME ONE OF US!
HANG ON, DUDE! NOW'S MY CHANCE TO TRY OUT SOMETHING I'VE BEEN WORKING ON!
I CALL IT MY...


B-KOOM
SONIC SPIN ATTACK!
DON'T GO 'WAY, PAL! I HAVEN'T FORGOTTEN ABOUT YOU!
BDDOPP
PORKER LEWIS! I DON'T BELIEVE IT!
THIS ... THIS ISN'T HOW IT LOOKS!
I WAS IMPRISONED IN THAT BADNIK ... IT WAS THE ONE IN CONTROL, USING ME AS SOME KIND OF POWER SOURCE.
WHAT'S THE STORY, BUD?
DOCTOR ROBOTNIK CAPTURED ME ... PUT ME INSIDE THAT THING!
HE'S COMPLETELY MAD! HE WANTS TO RULE PLANET MOBIUS!


THE BADNIK PROBLEM TURNED OUT TO BE A LOT WORSE THAN ANYONE THOUGHT.
ALL OVER MOBIUS FOLK WERE VANISHING, REPLACED BY ROBOTNIK'S METAL CREATURES.
"BUT AS ROBOTNIK HAD NO RECALL OF HIS PREVIOUS EXISTENCE AS DOCTOR KINTOBOR, SONIC WAS A BIT OF A SURPRISE TO HIM*.
"WITH THE BLUE ONE AROUND, THE BADNIK PROBLEM BECAME HISTORY!
"SONIC EVEN MANAGED TO LOCATE THE MISSING CHAOS EMERALDS BEFORE THEY COULD FALL INTO ROBOTNIK'S HANDS.
"IT LOOKED LIKE MOBIUS' PROBLEMS WERE OVER."
* SEE THE FIRST CLASSIC SONIC THE HEDGEHOG GAME FOR THE FULL STORY – MEGADROID.
NEXT ISSUE: BUT THEY WEREN'T...

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

Q Zone's new service for the masses of Boomers who deluge STC with requests for help with all the various Sonic The Hedgehog games. Stand by once again to have your Sonic problems solved!
Sonic Solver: Vincent Low

SONIC Solved

Sonic Chaos

MS GG

PART 4 - THE BOSSES

SPECIAL NOTE: This solution is based on the **Game Gear** version of **Sonic Chaos**. The **Master System** version is almost identical except for a few changes, which are noted. Keep your scanners peeled!

TURQUOISE HILL ZONE
BOSS 1: THE TRACKED BUG

1. Keep Sonic running right until the screen stops scrolling.
2. A real nasty bug-type boss trundles in from the right but stay calm - this is easy!
3. Run to the far left of the screen, turn and face the bug, push Down and Button 2 to do a Dash Attack on it. You will hit it face on and bounce straight back. Quickly repeat the move. It will be slowly moving towards you - when it gets too close, jump over it and go to the far right corner and repeat.
4. After hitting it five times (eight in the MS version) it will explode in a very satisfactory manner. One down, five to go!

GIGALOPOLIS ZONE
BOSS 2: THE ROBO-SNAKE!

1. As you run Sonic right through a tunnel you'll come face-to-face with another fiendish boss from Robonik's Badnik army.
2. When Sonic lands go to the far left and stand there. A gigantic robo-snake emerges to your right and begins to wobble its way upwards.
3. As it does so leap Sonic and hit its head (if you hit its body you'll only bounce off). Segments of the snake's body will break away and home in on you.
4. There's a simple technique to beat the snake. Go to the far left and wait for the snake to release a part of its body at Sonic. As soon as the segment gets close, leap *straight* up and over the body section. Quickly follow on with an attack to its head. Then go back to the far left and repeat.
5. The real danger area comes if you're attacking the head and it releases a segment of its body upwards. Make sure you attack as quickly as possible *after* you have leapt over a body segment.

SLEEPING EGG ZONE
BOSS 3: THE POGO-POWERED ROBOTNIK!

1. There is almost no set pattern to beat Robotnik's pogo-powered machine as it jumps and fires in a slight homing pattern to your position.
2. Robotnik enters from the top right and drops straight down to ground level. While he does this, go to the far left corner and wait. He will start bouncing towards you firing bullets in spurts of three at a time, take care to avoid these and ram his craft.
3. After the third bullet has been fired (and *only* then - don't try to attack before all the bullets have been fired) position Sonic on the far left and jump straight up, then push hard right to hit Robotnik. Next, push hard left to get Sonic back to the left again.
4. Remember - it's vital to time your leap carefully and only jump after Robotnik has fired the last of his three-bullet spurts.

5. Another technique you could try is to go to the far right as soon as you enter the boss screen, and the second Robotnik hits the ground, leap up and to the left and attack his craft. He will then start moving left to trap you in the corner - *allow* him do this! As he gets closer you'll find you can get in several more hits at close range. Of course you'll be stomped and lose rings, but with careful timing, you can get out 'alive' with one or two rings and keep pressing your attack after each three-bullet spurt.

6. If you find this a little too tough, here's another idea (but your timing will have to be good): Robotnik's pogo machine will leap up off the screen after a while then drop down, either near or on top of Sonic. When it starts going up run to a position about eight centimetres from the far right side of the screen. He will home in on you and just *before* he drops down from overhead, run to the right side of the screen and repeat your Spin Attack move to his upper body as he homes in on your position.

7. Remember to get an Extra Life on this stage. This will enable you to keep practising until you can beat this boss. All it takes is (five/eight) hits!

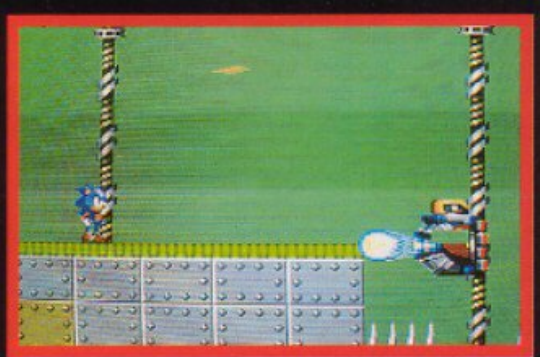
AQUA PLANET ZONE
BOSS 5: THE EGG WITH THE DEADLY CENTRE!

1. Robotnik's egg-shaped Badnik boss appears from the top centre of the screen and falls to ground level. Ensure you're at the far right of the screen.
2. It will bounce towards you firing bullets. Jump up and land on its head and bounce to the right. As it homes in, use the same technique as the previous boss. Ensure you land on its head - don't touch the pad or buttons and it will jump up and down in the far right corner with you on top of it.
3. If your timing's out, keep bouncing up and off it - make sure you land on top of it at all times. To do this well, press Right and Left on the joypad when you bounce off it.
4. After 15 hits (11 on the MS) it will explode and move up the screen. Push Left and land on the ground as it moves upwards.
5. The top half of the shell will disappear, revealing the lower half as a rocket launcher! It will release missiles that go up off the screen and then drop down - homing in on you!
6. *Keep your cool!*
7. To beat it you have to hit the half-shell again. Be patient - it will drop when it's due to release more missiles, so make your move when it arrives!
8. After you have rammed it, it explodes and you receive your end-of-stage bonus.

MECHA GREEN HILL ZONE
BOSS 4: THE BUG-ON-A-STICK!

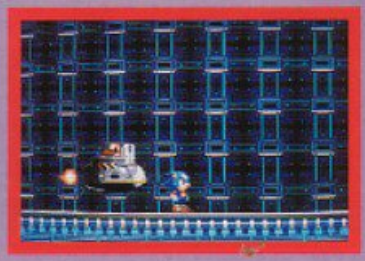
Warning: MS owners may find this stage a bit different on their version of **Sonic Chaos**. If you have any problems, drop a line to the Q Zone at the regular address.

1. As Sonic enters the boss chamber for this zone, you'll see a recessed pit to the right and the boss will drop down a vertical pole from above.
2. He will fire single and multiple rounds of blasts at Sonic. These are hard to avoid but help is at hand!
3. This boss is actually one of the easiest bosses to beat on the Master System but has been zapped up somewhat for the GG!
4. As soon as he appears leap up and right to land on top of him. You will bounce off and up. Keep your finger jammed in the upper right position, do not touch any buttons just keep pressing upper right.
5. Sonic will bounce high and right off him. You have to hit his head to take him out, and as long as you keep pushing upper right you'll stay above his blasts and keep landing on him. He'll eventually disintegrate after ten hits (eight on the MS).



ELECTRIC EGG ZONE
BOSS 6: ROBOTNIK - THE FINAL ENCOUNTER?

1. Doctor Robtonik will enter from the far right in his mechanical walker.
2. You have to hit him on the head 16 times to beat him. He will fire bullets at you both horizontally and diagonally.
3. You'll be tempted to jump on him and keep bouncing on his head, but be patient. The bullets he fires have a nasty knack of being on the same level as Sonic!
4. When they are close, jump out of the way and wait for your moment to leap on him again. Keep your bounces as low as possible - this way you get more hits in quicker. If you lose all Sonic's rings, ignore Robotnik, leap high to get over him to retrieve a ring pronto!
5. After you've hit Robotnik 16 times, he flies off to the right and you can follow. You'll see him above you in his special flying car which flies off to the left and then zooms back to attack Sonic.
6. Ram him a few more times to beat him. Go to the right side of the screen and when he enters from the left, leap and land on him. Do not, under any circimstances, ram his ship, as you'll lose a life!
7. Eventually Robotnik's ship explodes and you can run after him. However, watch out as he's waiting for you! As you approach he runs off to the right and you can follow him. He then leaps onto his floating pad at the far right and floats up off the screen. Has the Rotten Egg escaped yet again?

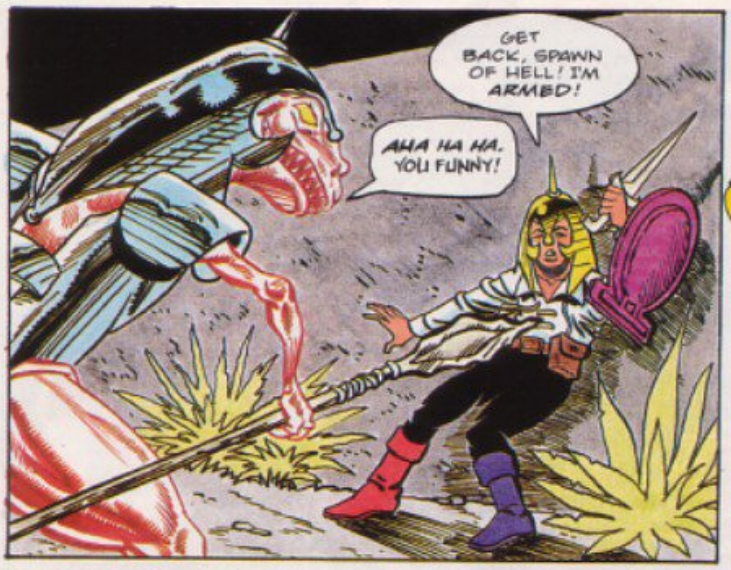


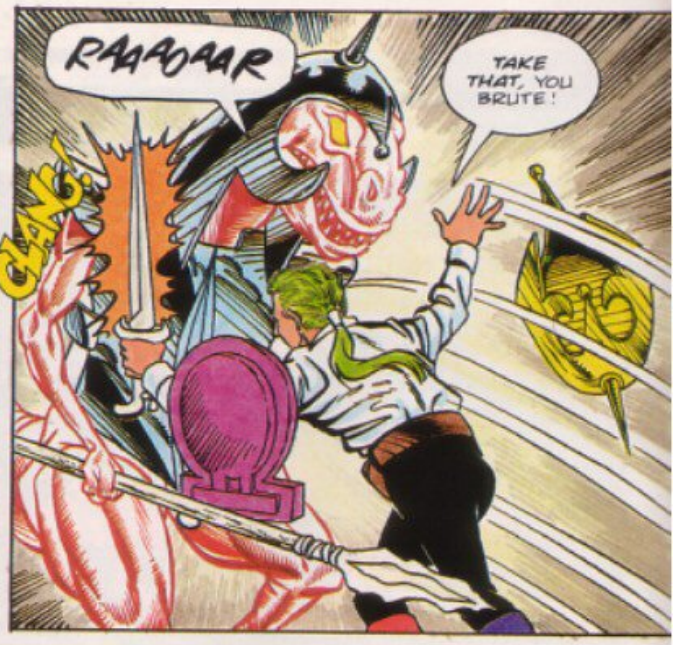
THE END OF THE SONIC CHAOS SOLUTION!

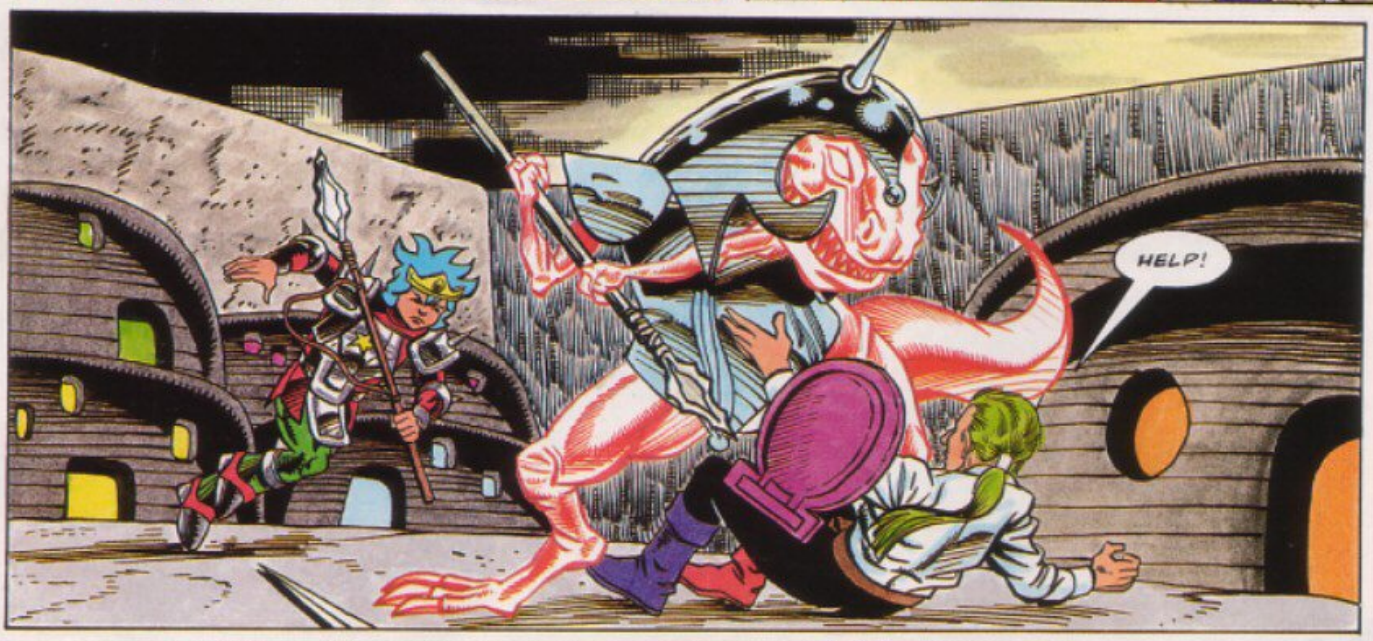
COMING SOON: SONIC 3 - SOLVED!

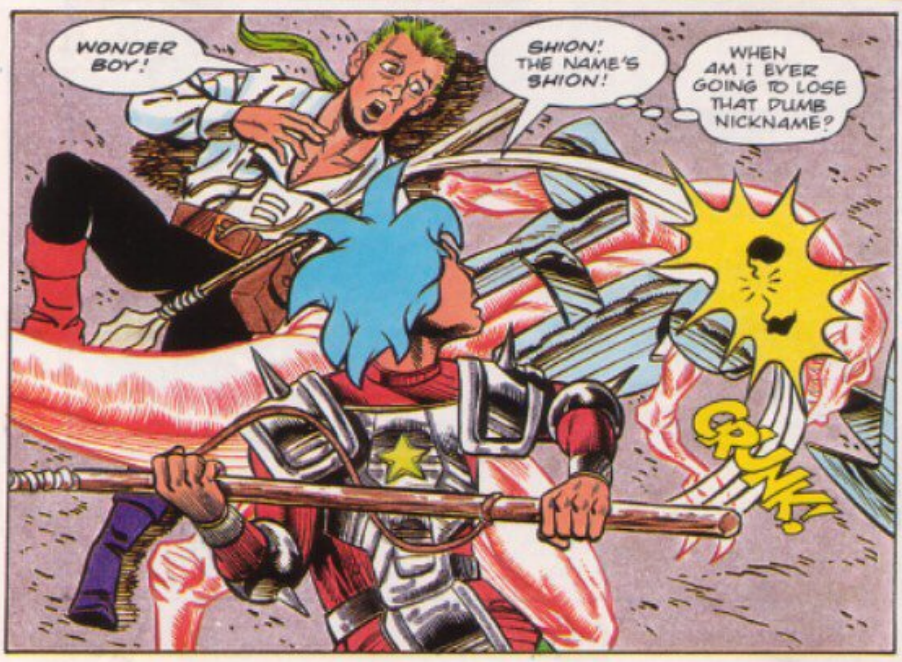
WONDER BOY
in
GHOST WORLD
part 5
SHION THE WONDER BOY, LUKOUT THE COSMOLOGIST AND THE POET WORDSMITH HAVE BEEN CAPTURED BY THE DINOSAUR KING IN GHOST WORLD.
HOW WILL I EVER GET OUT OF THIS? MAYBE I'LL TRY THE FRIENDLY APPROACH...
ER, HELLO NICE DINOSAURS. GOOD DINOSAURS.
LET'S NOT WAIT 'TIL MORNING.
LET'S KILL 'IM NOW.
HOW SHALL WE DIVIDE HIM, BONECRUNCHER?
NOT MUCH OF HIM TO DIVIDE, FLESH-RIPPER. LET'S THROW DICE FOR HIM - WINNER EATS ALL!
ER... MAYBE WE COULD TALK ABOUT THIS?
GUTSUCKER, MAKE SURE NO ONE ELSE EATS HIM WHILE WE'RE GONE.
GOT IT, FLESHRIPPER. YOU THROW THE DICE FOR ME.
DELICIOUS! I HAVEN'T EATEN FLESH FOR TENS OF THOUSANDS OF YEARS. NOT SINCE BEFORE I DIED AND CAME TO GHOST WORLD.
GO ON - POKE YOUR HAND OUT OF THE CAGE. NO ONE WOULD MISS A FINGER OR TWO!
GET LOST, SPOOKHEAD! I'M NOT ON THE MENU!

LATER THAT NIGHT A STRANGE-LOOKING CREATURE APPROACHES THE SLEEPING GUARD...
zZZZzZ...
ANOTHER ONE! I SUPPOSE YOU WANT TO EAT ME TOO!
WELL, THINK AGAIN!
SHHH! IT'S ME...
zZz... ER... WHO..?
WORDSMITH?
CUT YOURSELF FREE, QUICKLY.
OI! YOU! WATCHA THINK YOU'RE DOING?
OOPS! THAT'S BLOWN IT!
WORDSMITH, WAIT...


GET BACK, SPAWN OF HELL! I'M ARMED!
AHA HA HA. YOU FUNNY!


RAAAAAR
TAKE THAT, YOU BRUTE!
CLANG!


HELP!


WONDER BOY!
SHION! THE NAME'S SHION!
WHEN AM I EVER GOING TO LOSE THAT DUMB NICKNAME?
CRUNK!

SHION AND WORDSMITH CREEP THROUGH DINOTOWN.
COME ON, WE MUST RESCUE LUKOUT FROM THE DINOSAUR KING'S PALACE.
PHEW! I WISH DINOSAURS HAD BETTER PERSONAL HABITS!

MOMENTS LATER...
I GOT THIS FROM PLUMBER TOM AT THE TRADING POST.
A POTION OF IGNORANCE. LET'S SEE HOW THE KING LIKES IT.
IT SAYS 'STONE TO FLESH' ON THIS WAND...
ZZZZZZZ
WELL, IT SEEMS TO BE WORKING!
ZZZ - SNUFFLE - ZZz
...ARD!
WHERE... WHAT'S GOING... HAS SOMEONE USED MAGIC ON ME?
WHO DARES DISTURB US?
WHO?
ER... THAT SHOULD NOT HAVE HAPPENED!
KNOW ANY AGGRESSIVE POEMS, WORD-SMITH?
NEXT ISSUE: FEAR THE KING!

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Barrel of Fun

Dear STC,

I read every issue so many times that I can reci the words of the text within a few days of buying the comic. I am also going to use my STC's to cov a large keg that I want to transform into a Sonic Litter Bin for my bedroom.

Daniel Hartley, Crofton, Wakefield. Sonic Water Fun Game Winner.

Great going, Daniel. Make sure no copies of STC go in the bin! By the way, what's the seventh word in the third panel on page eight of STC 13? Just testing!

He's a Cracker!

Dear STC,

Our son Christopher had *Sonic 3* on the release date of 24th February and by 5th March he'd completed it and had managed to collect all the Chaos Emeralds! Even though the game will by now have been completed by others, We wonder how many are just six years of age?

Mr & Mrs Morse, Plymouth, Devon. MD owner.

Christopher Morse shows the rest of the humes how it's done.

Fatherly Advice

Dear STC,

I really dig the comic and think it's a real knockout but one day my dad told me off for not reading something more educational. However, I later discovered him in the dining room with his head buried between the pages of STC! Now he reads it in the open and has never mentioned education again.

Ross Shannon, Maughold, Isle of Man. MS & GG owner. Sonic Water Fun Game Winner.

What do you mean, Ross? This *is* part of your education!

Robotnik's Girlfriend, Robina.
Charlotte Briggs, Kings Lynn, Norfolk. Sonic Water Fun Game Winner.

Brotherly Love

Dear STC,

My 19 year old brother Michael reckons that I'm wasting my money buying STC and says that other mags include more news and reviews etc. I say he's wrong! The £3 magazine he buys rarely includes the game reviews he wants, so he takes my comic, complaining that it's 'a piece of junk' after he's read it. I can't wait to see his expression whe he sees this in print as you don't know how often his letters have faile to get published in his 'precious' magazine.

Chris Savva, Basildon, Essex. GG owner. Sonic Water Fun Game Winner.

Revenge is sweet, eh, Chris?

Style Victim

Dear STC,

I would like to say how I enjoy the different styles of artwork in each issue. My particular favourites being Ferran Rodriguez, Richard Elson and Casanovas. Also my sister suggests that you put pin-ups in the centre pages and have advertisements on the reverse. We both think that sew-on patches would make good free gifts.

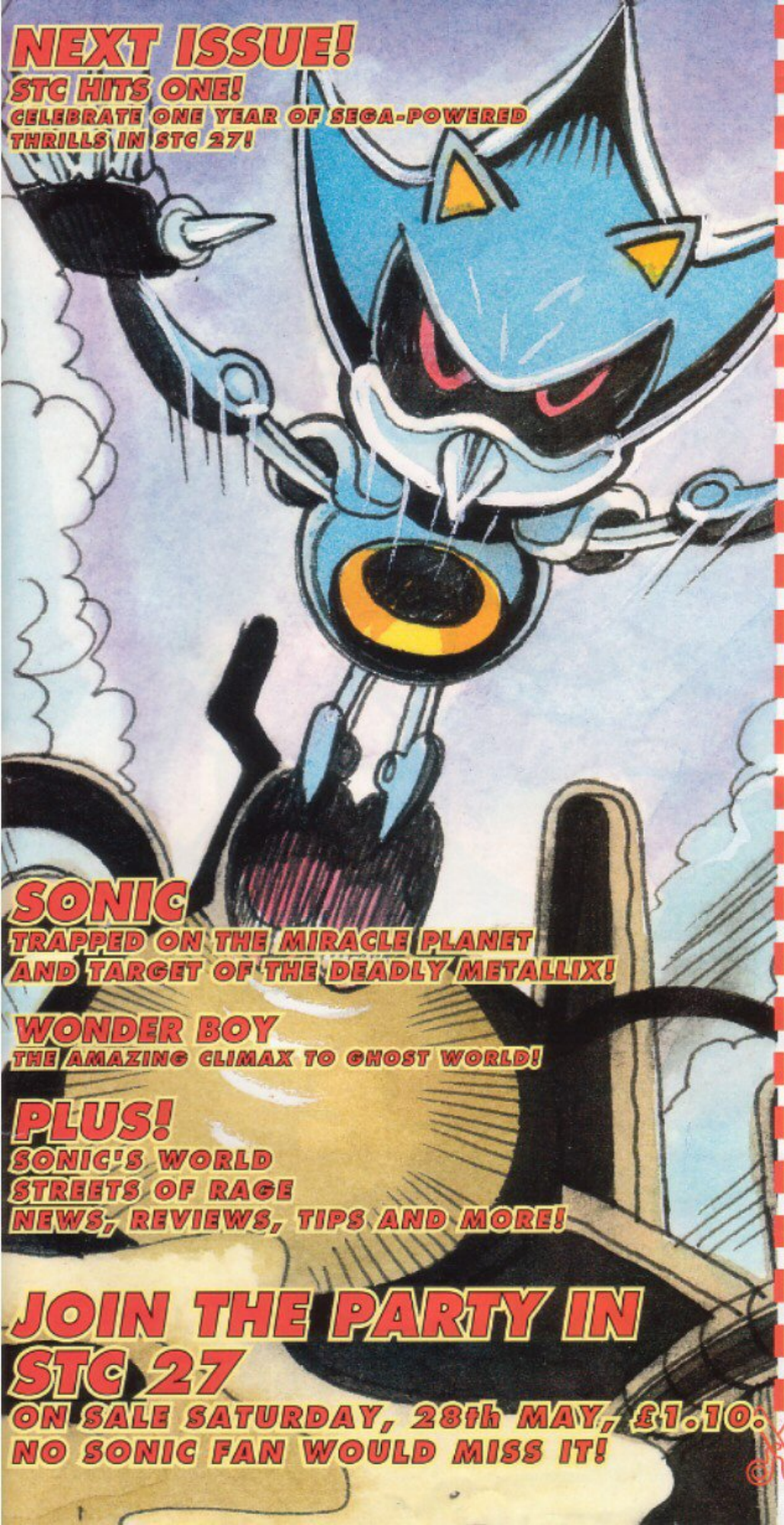
Andrew Senyszyn, Nuneaton, Warwickshire. MD owner. Sonic Water Fun Game Winner.

Stay tuned, Andrew, the best free gifts are yet to come!

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



NEXT ISSUE!

STC HITS ONE!

CELEBRATE ONE YEAR OF SEGA-POWERED THRILLS IN STC 27!

SONIC

TRAPPED ON THE MIRACLE PLANET AND TARGET OF THE DEADLY METALLIX!

WONDER BOY

THE AMAZING CLIMAX TO GHOST WORLD!

PLUS!

SONIC'S WORLD
STREETS OF RAGE
NEWS, REVIEWS, TIPS AND MORE!

JOIN THE PARTY IN STC 27

ON SALE SATURDAY, 28th MAY, £1.10.
NO SONIC FAN WOULD MISS IT!

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....

SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to se as a STC strip in the future?

I THINK.....
.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

HOW DO YOU RATE ISSUE 26 OF STC?

☐ %